Course No: C 715

Orange Unified School District <u>CLOTHING II</u> Year Course

GRADE LEVEL: 10-12

PREREQUISITES: Clothing I

INTRODUCTION TO THE SUBJECT:

Clothing II continues the study of fashion, textiles, and apparel at the high school level. Topics include apparel and behavior, elements and principles of design, color theory, wardrobe planning and budgeting, history of fashion, apparel analysis, apparel for individuals with special needs, textiles, creating custom apparel, remodeling and recycling clothing, garment alteration, and careers related to fashion design, manufacturing, and merchandising. Clothing II is based on the Home Economics Careers and Technology consumer and family studies standards. This course provides standards driven instruction and assessment, integrates academic and career technical concepts, and contributes to students' academic achievement.

COURSE OBJECTIVES:

BY THE END OF THE COURSE THE STUDENT WILL BE ABLE TO:

(The Content Area Standards for Fashion, Textiles, and Apparel and Academic Core Content Standards have been incorporated in the Course Objectives.)

- **1.0 APPAREL AND BEHAVIOR:** Understand how fashion, textiles, and apparel meet social, physical, and psychological needs of individuals and family members. They will demonstrate proficiency by:
 - 1.3 Analyzing how fads and fashion influence fashion and textile choices.

2.0 ELEMENTS AND PRINCIPLES OF DESIGN: Understand the elements and principles of design as they apply to apparel. They will demonstrate proficiency by:

- 2.3 Explaining how the selection and placement of accessories influence appearance.
- 2.4 Explaining how the elements and principles of design are used to select accessories.

3.0 COLOR THEORY: Understand the theory and use of color in fashion, textiles, and apparel. They will demonstrate proficiency by:

3.4 Creating a value chart, including tints and shades.

4.0 WARDROBE PLANNING AND BUDGETING: Understand the principles of wardrobe planning and the factors influencing apparel budgets for individuals and families. They will demonstrate proficiency by:

- 4.3 Creating a plan for fashion and apparel purchases for a hypothetical individual or family and justifying purchases on the basis of such factors as cost, family activities, coordination, and care.
- 4.4 Evaluating apparel choices according to an individual's goals.
- 4.5 Conducting an inventory of a current wardrobe and projecting and developing a plan to meet future needs.
- 4.6 Analyzing a family's clothing needs and wants during various stages of the family life cycle.

5.0 HISTORY OF FASHION: Understand the historical development of modern dress. They will demonstrate content proficiency by:

- 5.2 Analyzing the cultural and historic development of fashions, textiles, and apparel.
- 5.3 Researching the contributions of specific cultures to fashion and design.

6.0 APPAREL ANALYSIS: Understand the quality and sources of manufactured and custom apparel. They will demonstrate content proficiency by:

- 6.3 Evaluating the pros and cons of self-constructed and purchased apparel and textile items in terms of time, energy, and costs.
- 6.4 Compiling a directory of retail outlets for various markets, including television and computer sources.

7.0 APPAREL FOR INDIVIDUALS WITH SPECIAL NEEDS: Understand the factors influencing apparel for individuals with special needs. They will demonstrate content proficiency by:

- 7.2 Analyzing the information provided by public and private agencies regarding fashions, textiles, and apparel for individuals with special needs.
- 7.3 Selecting fiber and fabric construction methods that are best suited to individuals with special needs.

8.0 TEXTILES: Understand the characteristics of different textile fibers, fabrics, and finishes. They will demonstrate proficiency by:

- 8.5 Examining the chemical and physical properties of fibers and fabrics.
- 8.6 Applying knowledge of textiles and regulations for apparel to decisions about apparel.

9.0 CREATING CUSTOM APPAREL: Understand basic apparel construction. They will demonstrate proficiency by:

- 9.6 Developing advanced custom construction skills through the use of unusual fabrics, techniques for fit and alterations, and complex patterns.
- 9.7 Using computers in selecting, planning and designing projects.
- 9.8 Assessing factors to consider in purchasing equipment for home or commercial use.

10.0 REMODELING AND RECYCLING CLOTHING: Understand how to remodel and recycle clothing. They will demonstrate content proficiency by:

10.2 Identifying current fashions that would be appropriate for recycling and remodeling garments.

11.0 GARMENT ALTERATION: Understand how to alter a garment. They will demonstrate content proficiency by:

- 11.2 Evaluating the appropriateness of altering an apparel item.
- 11.3 Using techniques for marking garments for alterations.

12.0 CAREERS RELATED TO FASHION DESIGN, MANUFACTURING, AND MERCHANDISING: Understand careers related to fashion design, manufacturing, and merchandising. They will demonstrate content proficiency by:

- 12.1 Identifying characteristics of effective fashion design, manufacturing, and merchandising techniques.
- 12.2 Comparing personal interest, aptitudes, and abilities with those required in fashion design, manufacturing, and merchandising careers.

12.3 Evaluating career options related to fashion, design, manufacturing, and merchandising, including labor market projections, educational requirements, job responsibilities, salary, benefits, employer expectations, and working environment.

COURSE OVERVIEW AND APPROXIMATE UNIT TIME ALLOTMENTS:

FIRST SEMESTER

WEEKS

I.	Apparo A.	pparel and Behavior (Standard 1.0)1Influence of fads and fashion on fashion and textiles		
II.	Eleme A. B.	 nts and Principles of Design (Standard 2.0) Selection of accessories Influence of accessories on appearance Selection Placement 	1	
III.	Color ' A.	Theory (Standard 3.0)2The value chart1.1.Tints2.Shades	2	
IV.	Wardr A.	 bbe Planning and Budgeting (Standard 4.0) Creation of a wardrobe plan 1. Process for conducting inventory 2. Projection of future needs a. Family life cycle needs b. Individual and family needs and wants c. Workplace dress requirements d. Other variables 	2	
V.	Histor A. B.	y of Fashion (Standard 5.0) Cultural and historical development 1. Fashions 2. Textiles 3. Apparel Garment and textile design 1. Influence and contributions of specific cultures 2. Influence of specific time periods	2	

A.

- VI. Apparel Analysis (Standard 6.0)
 - A. Self-constructed vs. purchased apparel and textile items
 - 1. Time
 - 2. Energy
 - 3. Costs
 - 4. Quality
 - B. Apparel markets
 - 1. Sources
 - 2. Services
- VII. Apparel for Individuals with Special Needs (Standard 7.0)
 - Sources of products
 - 1. Fashions
 - 2. Textiles
 - 3. Apparel
 - B. Sources of information
 - 1. Public agencies
 - 2. Private agencies
 - C. Apparel for special needs individuals
 - 1. Fibers and fabrics
 - 2. Design
 - 3. Construction
 - 4. Modification
 - 5. Notions

VIII. Creating Custom Apparel (Standard 9.0)

- A. Appropriate materials, tools, and equipment
- B. Advanced construction skills
 - 1. Unusual fabrics
 - 2. Techniques for fit and alterations
 - 3. Complex patterns
 - 4. Altering
 - 5. Constructing garments and household items
 - a. Collar with neckband
 - b. Continuous bound placket
 - c. Cuff
 - 1. Pants
 - 2. Sleeves
 - 3. Shorts
 - d. Sleeves
 - 1. Set-In
 - 2. Raglan

Shirt

e. Front band

1.

WEEKS

8

1

1

- f. Lining
 - 1. Vest
 - 2. Simple garment
- g. Pocket
 - 1. Patch
 - 2. Side seam
 - 3. Inserted
- h. Pleats
- i. Zipper
 - 1. Fly-front
 - 2. Centered
 - 3. Lapped
 - Serger usage
- j. Serg C. Use of computers
 - 1. Selection of projects
 - 2. Planning
 - 3. Project design
- D. Equipment selection

First Semester Weeks:

SECOND SEMESTER

I. Textiles (Standard 8.0)

- A. Fibers and fabrics
 - 1. General characteristics
 - 2. Chemical and physical properties
- B. Finishes
 - 1. Appropriate to selected textile
 - 2. Appropriate for intended use
- C. Apparel decisions
 - 1. Textile knowledge
 - 2. Regulations for apparel
- D. Methods of care
 - 1. Impact on energy usage
 - 2. Effect on resource conservation
 - 3. Procedures
 - 4. Products

WEEKS

18

3

- II. Creating Custom Apparel (Standard 9.0)
 - A. Appropriate materials, tools, and equipment
 - B. Advanced construction skills
 - 1. Unusual fabrics
 - 2. Techniques for fit and alterations
 - 3. Complex patterns
 - 4. Altering
 - 5. Constructing garments and household items
 - a. Collar with neckband
 - b. Continuous bound placket
 - c. Cuff
 - 1. Pants
 - 2. Sleeves
 - 3. Shorts
 - d. Sleeves
 - 1. Set-In
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 - 1. Shirt
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 - 3. Inserted
 - h. Pleats
 - i. Zipper
 - 1. Fly-front
 - 2. Centered
 - 3. Lapped
 - Serger usage
 - j. Ser C. Use of computers
 - 1. Selection of projects
 - 2. Planning
 - 3. Project design
 - D. Equipment selection

III. Remodeling and Recycling Clothing (Standard 10.0)

A. Current fashions appropriate to remodel or recycle

2

WEEKS

- IV. Garment Alteration (Standard 11.0)
 - A. Appropriateness of alterations
 - B. Techniques
- V. Careers Related to Fashion Design, Manufacturing, and Merchandising (Standard 12.0)
 - A. Characteristics of effective fashion design, manufacturing, and merchandising professionals
 - B. Comparison of personal characteristics with career requirements
 - C. Career options related to fashion design, manufacturing and merchandising
 - 1. Current labor market needs
 - 2. Educational requirements
 - 3. Job responsibilities
 - 4. Salary and benefits
 - 5. Employer expectations
 - 6. Working environment

Second Semester We	eeks: 18
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Total Weeks: 36

DATE OF CONTENT REVISION:

November 2003

DATE OF BOARD APPROVAL: December 9, 2003

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